1190 Albany Avenue
Brooklyn, New York 11203

June 11, 1984

The Arcadian
3626 Morrie Dr.
San Jose, Calif. 95127

Dear Robert Fabris:

Problems with flood damaged areas led to a postponement of my travel plans. However, I've come up with the enclosed game based on two great Arcadian programs in past issues (one from May, 84).

I'm sending this program now because I think it would be of great interest to game hungry readers. I took the liberty of including the words "An Arcadian Game" in the title and listed myself as editor of this program because the Arcadian deserves a great deal of thanks for printing utilities especially if they are the very heart of a game or of smooth movement control.

If my new ad is ready in time, I will place an ad in the next Arcadian with payment in full.

A new program is now in the "clean up the display" stage and will be sent soon.

Sincerely,

Fred Rodney

Fred Rodney

Planet Mongo! an Arcadian Game ed. by Fred Rodney 1984

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 1 NT=0;BC=232;FC=245;Clear ;C=0;Z=1;&(9)=-10;I=0;N=100
10 For L=0To 99;Box RND(160)-80,RND (80)-40,1,1,1;Next L;A=RND (10)-5
   ;B=RND (18)-9;If C=0 Box 0,4,60,70,2
20 For R=C+5To Cx3+5x(C=0)Step Z;U=1;F=A-R;For X=FTo F+2xR;S=RxR-(X-A
   )x(X-A);T=U+4;If T R+8 T=U-1
22 Y=U+B;Box X,Y,1,1,1;Box X,Y-(2xU),1,1,1;Box Y-B+A,X-A+B,1,1,1;Box
   Y-B-(2xU)+A,X-A+B,1,1,1
23 Next X ; Next R;If C Return
25 CY=25;CX=-71;Print "CLOCK";CY=-25;CY=-71;Print "SCORE";NM=1;NV=200
   ;W=100
26 X=5;Y=25;D=-6;E=0;&(22)=200;&(20)=Xx2;J=A;K=B
27 Line A,B,4;Box J,K,7,1,3;Box J,K,1,7,3
28 P=1+(ABS(Y-40)+10);D=D-(X>0)+(X<0);E=E-(Y>0)+(Y<0)
29 If X>75 X=75                    30 If X<-25 X=-25
31 If Y>35 Y=35                    32 If Y<-35 Y=-35
33 Box X,Y,P,P,3;For L=0To 19x(W<0)+99x(W<0);Next L;If W>0Line J,K,3;
   Line A,B,4;Line J,K,3;If PX(J,K)Goto 41
34 Box X,Y,P,P,3;X=X+D;Y=Y+E+RND (3)-2;&(17)=Xx2;&(18)=Yx4;If W<0Return
35 Box J,K,7,3;Box J,K,1,7,3;K=K+JY(1)x(KN(1)+128)+16;J=J+JX(1)x(KN(1
   )+128)+32;If K<-31 K=-31        36 If K>35 K=35
37 If J<-29 J=-29                  38 If J>29 J=29
40 W=W-1;NT=0;CY=15;Print #6,W;NT=3;Goto 27+23x(W=0)
41 H=K+35;If (J<A+6)x(J>A-6)x(K<B+6)x(K>B-6)Goto 50
42 For L=48 to H+44;MU=L;Next L;CY=-15;NT=0;I=I+H;Print #6,I
43 If I>N NT=3;W=100;N=N+100;For L=0To 5;MU=90;Box A,B,11,11,3;MU=65;
   Box A,B,13,13,3;Next L          49 Goto 34
50 NT=3;For L=0To 5;MU=65;MU=90   51 Next L;NM=2;C=5;Z=5;Gosub 20
60 Box A,B,1,40,1;Box A,B,40,1,1;NM=1;For L=5To 1Step -1;NT=L;For S=0
   To 5;MU=90;MU=65;Next S;Next L
61 NM=2;NV=160;NT=0;&(9)=50;Line A,B,4;Line 80,44,1;Line A,B,4;Line -
   80,44,1;Line A,B,4;Line -80,-44,1;Line A,B,4;Line 80,-44,1
64 For L=0To 19;Box A,B,41,41,3;BC=RND (244);FC=BC+12;Box A,B,43,43,3
   ;NV=256-(Lx10+9);Next L;C=-5;Z=1;Clear;BC=0;FC=7
65 Gosub 10;↓;W=-9;J=A;K=B;CY=-35;CX=10;Print "GAME OVER";Box 34,-35,
   56,9,3                          68 If TR(1)RUN
69 Gosub 28;Goto 68                90 .SZ=216
95 Clear ;CY=11;CX=-65;Print "PLANET MONGO!";CY=0;CX=-65;Print "AN AR
   CADIAN GAME
99 CY=-11;CX=-65;Print "ED.BY FRED RODNEY 1984";Box 0,0,150,40,3;:Print
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Circle Plotter, a solid planet is drawn. A return is made by line 23 (If C). Noise is silenced and the Game Over flag is displayed. Line 68 looks for a replay request. Line 69 returns to the Orbit Demo to continue moving the satellite and returns through line 34 (If W). Finally a return to line 68. Line 90 shows that even with the bytes used in the title page (lines 95 & 99) the program uses less than 1.6k but packs a lot in those few bytes. To tape the title, set up your tape recorder and enter GOTO 95. Start your tape and press GO. The title shows that this program makes use of programs previosly printed in the Arcadian. The two programs used were great BASIC utility shorts that can be adapted and still leave enough room for good programming. PLANET MONGO is not just any game, through simulation (satellite size) its a 3-D game!

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